# Conclusion

## Good Programming

Good programming includes creating code that is well tested and contains lots of comments to describe what is happening for another user to be able to easily read, understand, and change the code if needed. Creating good function and variable names also help others as well as yourself understand what is going on. Programs should also be able to handle invalid inputs in all cases.

## Project Summarization

Substitution Manager is used to track the number of minutes a player is in a basketball game. This is important for youth sports where players receiving equal playing time is important. Substitution Manager will also display how many minutes each player should play based on the total game time and the size of the roster.

I believe my code is well written and documented. While there are some complex areas in the code, I think it can be understood well because of the documentation. I have also tested the GUI and classes to every possibility I could imagine.

## Future Versions

Possible future versions could include selecting five starters before the game even begins. This is possible by entering the maximum minute in quarter one but it could be made easier. I could also make it so you can choose the number of players on the court. This way the application could be used for football, soccer, baseball, and any other sport that doesn’t use 5 players at a time. I would also have to change the rosters to accommodate for the size.